GAMER
METAL GEAR SOLID
FRANCHISE SPECIAL

METAL GEAR GAMER

Metal Gear (1987)

Snake's Revenge (1990)

Metal Gear 2: Solid Snake (1990)

Metal Gear Solid (1998)

Metal Gear Solid: The Twin Snakes (2004)

Metal Gear Solid: Ghost Babel (2000)

Metal Gear Solid 2: Sons of Liberty (2001)

Metal Gear Solid 3: Snake Eater (2004)

Metal Gear Solid Delta: Snake Eater (2025)

Metal Gear Solid: Acid (2004)

Metal Gear Solid: Acid 2 (2005)

Metal Gear Solid: Portable Ops (2006)

Metal Gear Solid: Mobile (2008)

Metal Gear Solid 4: Guns of the Patriots (2008)

Metal Gear Solid: Peace Walker (2010)

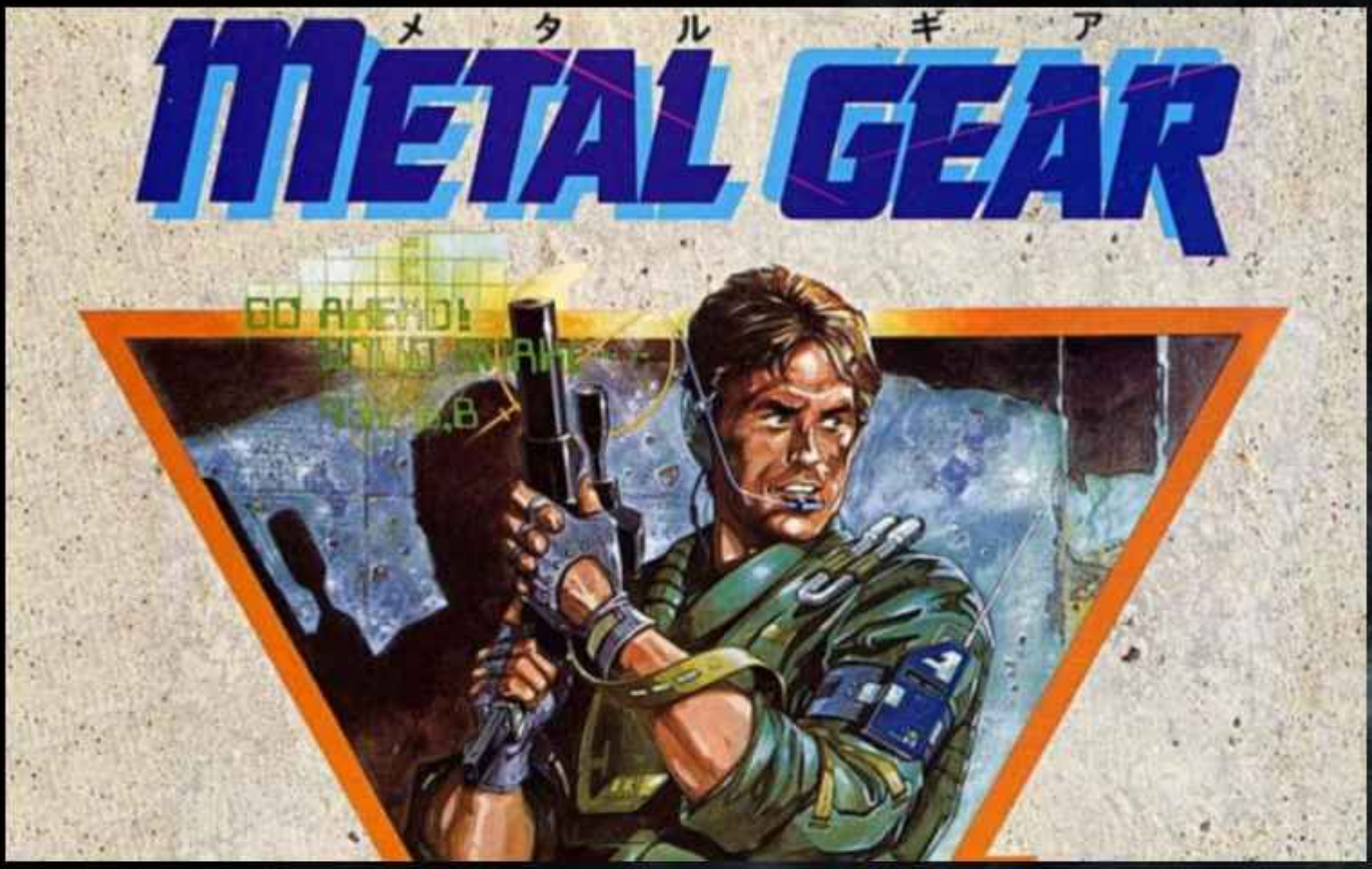
Metal Gear Rising: Re vengeance (2013)

Metal Gear Solid V: Ground Zeroes (2014)

Metal Gear Solid V: The Phantom Pain (2015)

Metal Gear Survive (2018)

METAL GEAR GAMER

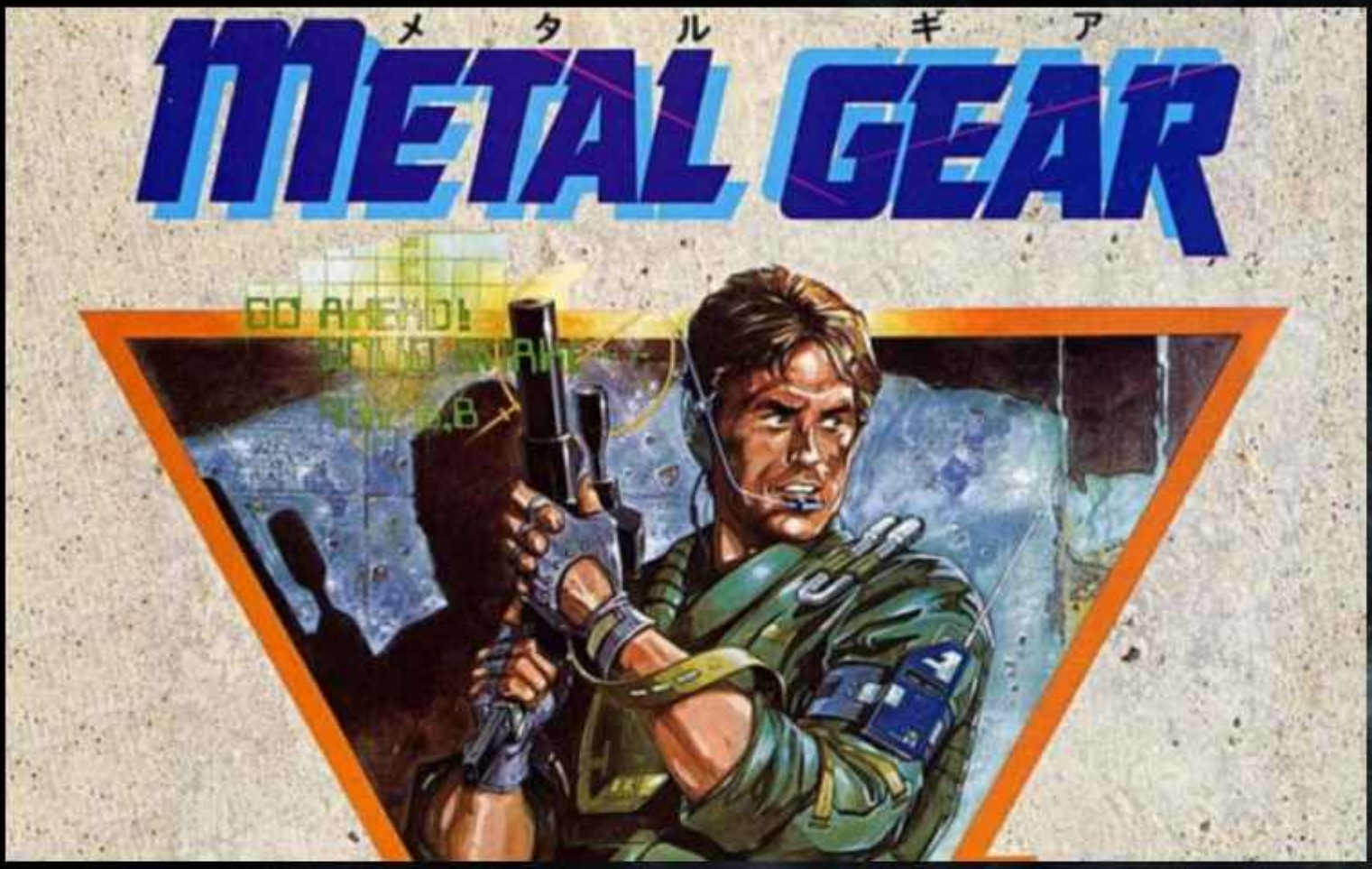


Metal Gear (1987)

"Metal Gear" (1987) is a seminal stealth action video game developed and published by Konami. It was created by Hideo Kojima and is considered one of the foundational titles in the stealth genre.

The game was initially released for the MSX2 home computer platform, but its success led to ports on various other systems including the Nintendo Entertainment System (NES), and it eventually spawned a long-running franchise.

METAL GEAR GAMER

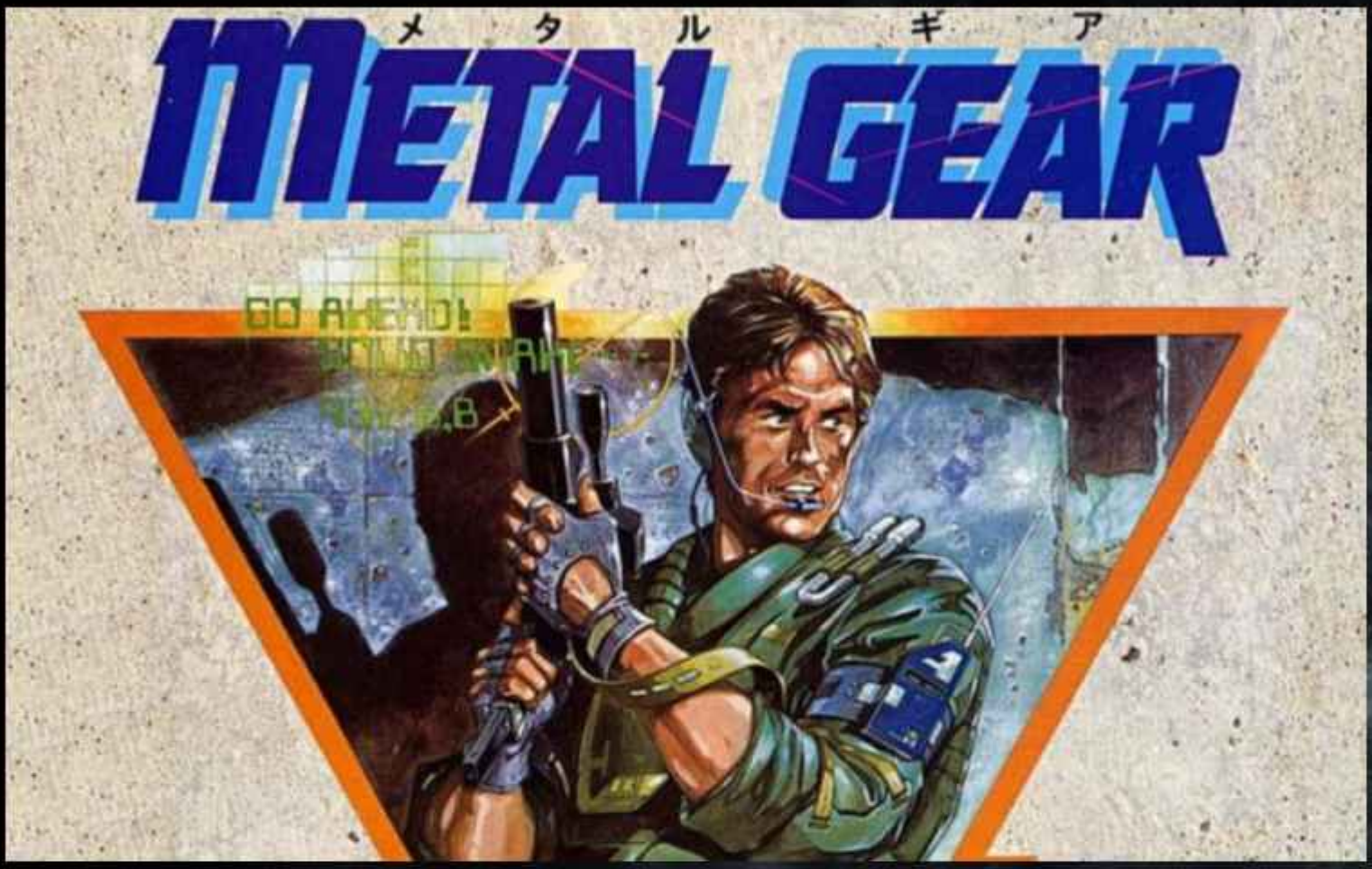


Metal Gear (1987)

The game follows Solid Snake, a soldier sent on a covert mission to infiltrate the fortress of Outer Heaven, a military state led by the rogue mercenary leader, Big Boss.

Snake's objective is to destroy the titular Metal Gear, a bipedal tank capable of launching nuclear weapons, preventing it from falling into the wrong hands.

METAL GEAR GAMER



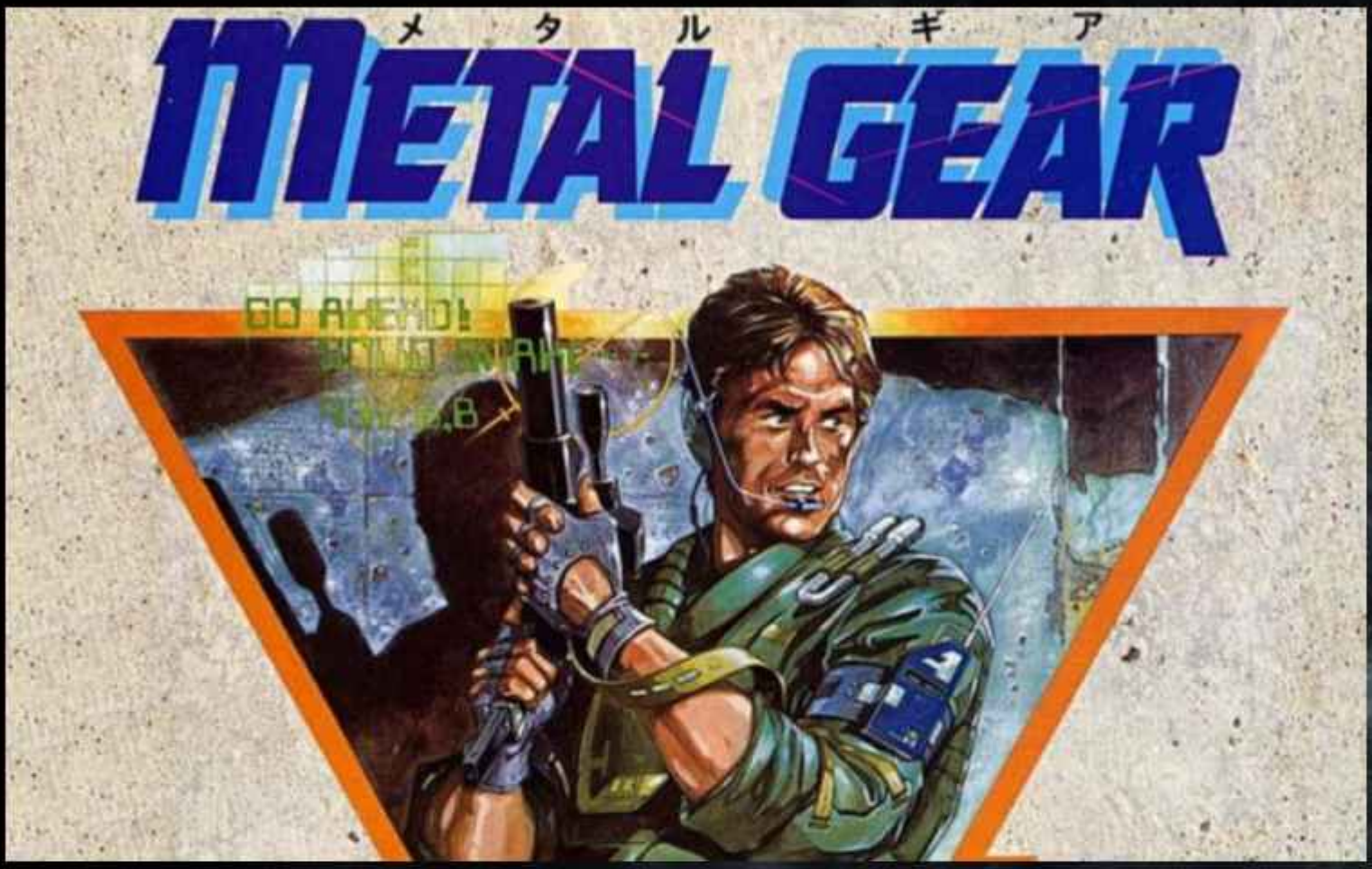
Metal Gear (1987)

"Metal Gear" introduced stealth-based gameplay mechanics, where players must avoid detection by enemies, use hiding spots, and plan their approach carefully.

The game features a top-down perspective, with players navigating levels, collecting items, and engaging in combat or stealth maneuvers.

"Metal Gear" is notable for its innovative gameplay and storytelling, laying the foundation for future titles in the series.

METAL GEAR GAMER



Metal Gear (1987)

It established many themes and gameplay elements that would become staples in the franchise, such as stealth, cinematic storytelling, and complex narratives involving political and military themes.

The game's success influenced countless other stealth games and solidified Hideo Kojima's reputation as a visionary game designer.

It remains a landmark title in video game history.

SNAKE'S REVENGE GAMER

Snake’s Revenge (1990)

"Snake's Revenge" (1990) is a video game released as a sequel to the original "Metal Gear" and was developed and published by Konami for the Nintendo Entertainment System (NES).

However, it is important to note that "Snake's Revenge" is not developed by Hideo Kojima and is considered an unofficial or non-canonical sequel to the original "Metal Gear."

Differences from the Original "Metal Gear":**

- "Snake's Revenge" features a different storyline and gameplay style compared to the original MSX "Metal Gear."

SNAKE'S REVENGE GAMER

Snake's Revenge (1990)

It emphasizes more straightforward shooting and action elements rather than stealth mechanics.

The game's plot involves Snake (or a character named "Snake") fighting against enemy forces, specifically focusing on preventing the development of a new Metal Gear weapon.

The game is viewed from a top-down perspective, similar to the original "Metal Gear," but it leans more toward run-and-gun action.

- Stealth is less emphasized; players engage more directly with enemies, shooting their way through levels.

SNAKE'S REVENGE GAMER

Snake's Revenge (1990)

It features a different level design and enemy encounters.

"Snake's Revenge" received mixed reviews. Many fans of the original "Metal Gear" were disappointed because it lacked the stealth elements and complex storytelling that made the first game unique.

Due to its differences and lack of involvement from Hideo Kojima, "Snake's Revenge" is often considered an unofficial sequel or a side project rather than part of the main "Metal Gear" storyline.

SNAKE'S REVENGE

GAMER

Snake's Revenge (1990)

It remains a curiosity in the franchise's history, often remembered for its divergence from the series' roots.

"Snake's Revenge" is a standalone NES title that offers a different experience from the original "Metal Gear," focusing more on action and shooting rather than stealth and narrative complexity.

For fans interested in the core "Metal Gear" experience, the game is generally not regarded as essential or canonical.

TACTICAL ESPIONAGE ACTION

METAL GEAR 2

SOLID SNAKE

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Metal Gear 2: Solid Snake (1990)

Metal Gear 2: Solid Snake (1990) is the highly anticipated sequel to the original Metal Gear and was developed and published by Konami.

It is considered a significant milestone in the evolution of the Metal Gear franchise and stealth gaming as a whole.

Set after the events of the first game, Metal Gear 2: Solid Snake follows the protagonist, Solid Snake, who is once again tasked with infiltrating enemy territory.

TACTICAL ESPIONAGE ACTION

METAL GEAR 2

SOLID SNAKE

Metal Gear 2: Solid Snake (1990)

The story takes place in the fictional Middle Eastern country of Zanzibar Land, where a new Metal Gear weapon, Metal Gear Rex, is being developed by the rogue nation led by the villainous Black Chamber and Revolver Ocelot.

Snake's mission is to dismantle the threat posed by this new Metal Gear, rescue hostages, and uncover the conspiracy behind the weapon's development.

Stealth Focus Building on the original, the game emphasizes stealth, player strategy, and environment awareness.

TACTICAL ESPIONAGE ACTION

METAL GEAR 2

SOLID SNAKE

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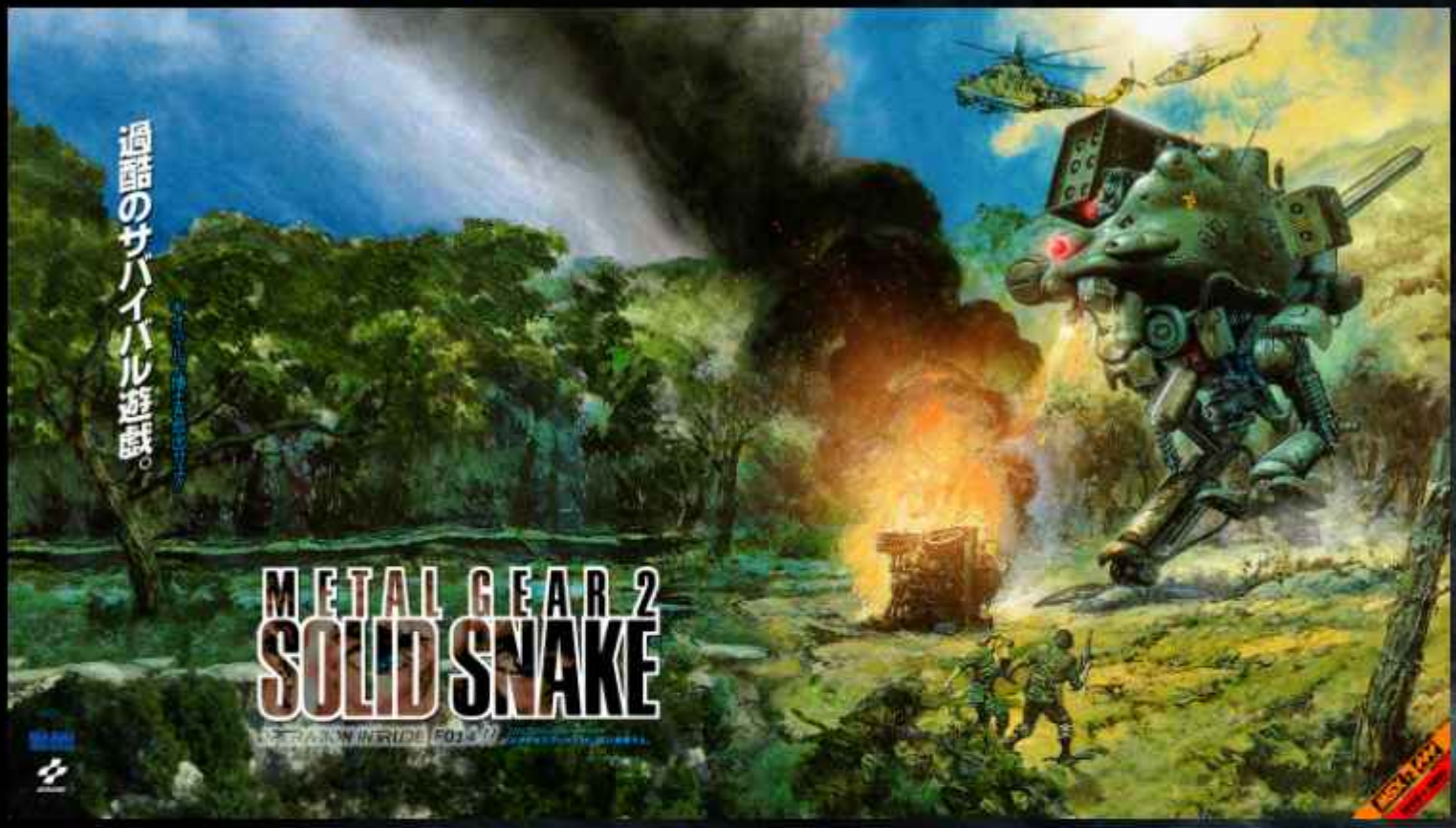

Metal Gear 2: Solid Snake (1990)

Top-Down Perspective
Similar to the first game, with more complex level design and mechanics.

-Improved Mechanics
Features more refined controls, better AI, and a larger, more detailed game world.

Storytelling Enhanced with in-game dialogue sequences and cut-scenes, advancing the series' reputation for cinematic storytelling.

TACTICAL ESPIONAGE ACTION

METAL GEAR 2

SOLID SNAKE

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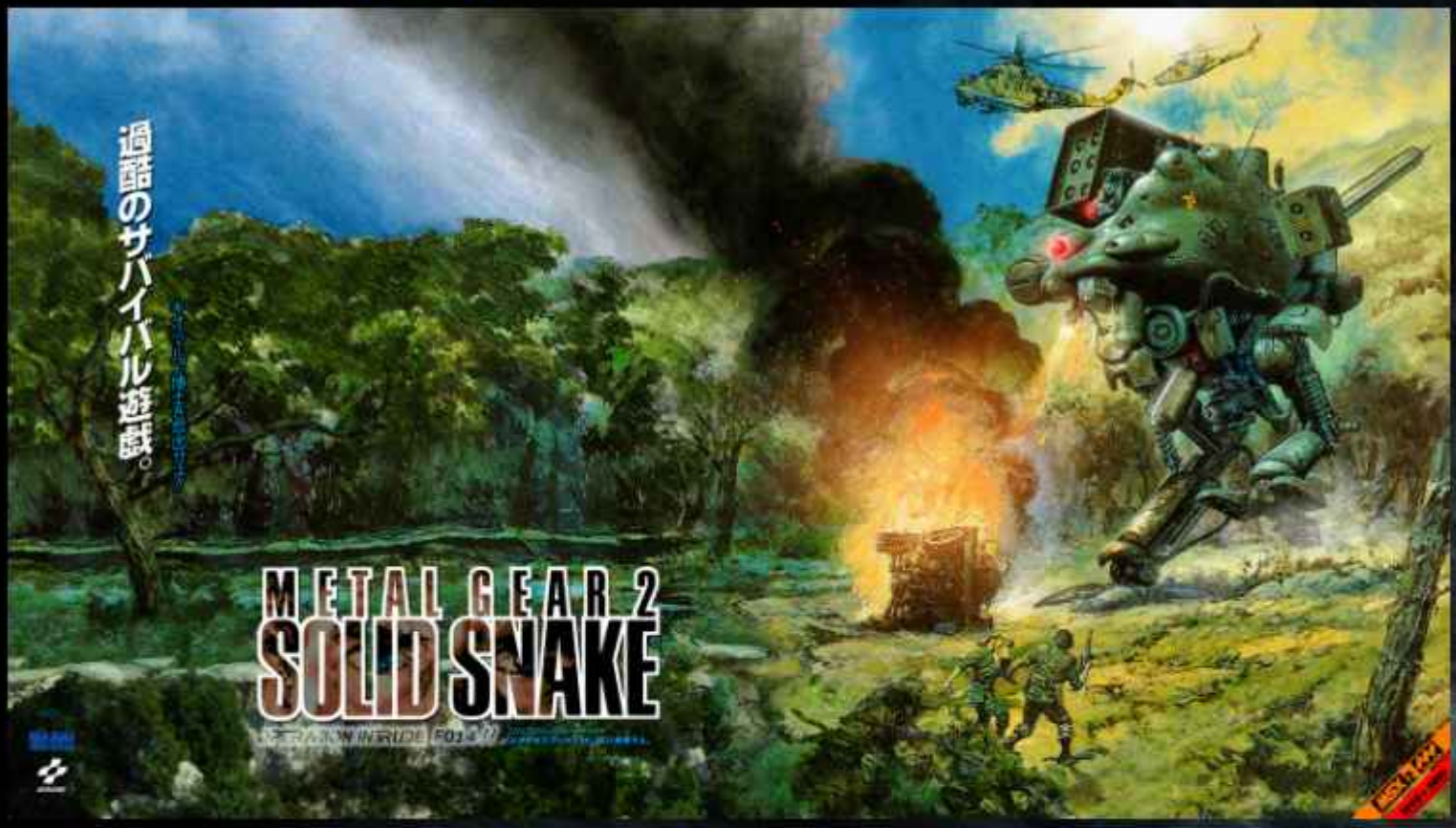

Metal Gear 2: Solid Snake (1990)

Real-Time Events in the game introduced more dynamic gameplay elements, such as a day-night cycle and time-based events.

- **Expanded Arsenal:** Snake has access to a wider range of weapons, gadgets, and items, enhancing gameplay variety.

The game's story is more intricate, with themes of nuclear proliferation, betrayal, and espionage, setting a new standard for storytelling in games.

TACTICAL ESPIONAGE ACTION

METAL GEAR 2

SOLID SNAKE

Metal Gear 2: Solid Snake (1990)

Metal Gear 2: Solid Snake was widely praised for its gameplay, story, and technical advancements, it is regarded as one of the best 8-bit stealth games of all time.

Metal Gear 2: Solid Snake Influence laid the groundwork for the later 3D entries in the series, especially the PlayStation titles like **Metal Gear Solid.

Cultural Impact of Metal Gear 2: Solid Snake Although initially released only in Japan and parts of Europe, it became influential worldwide.

TACTICAL ESPIONAGE ACTION

METAL GEAR 2

SOLID SNAKE

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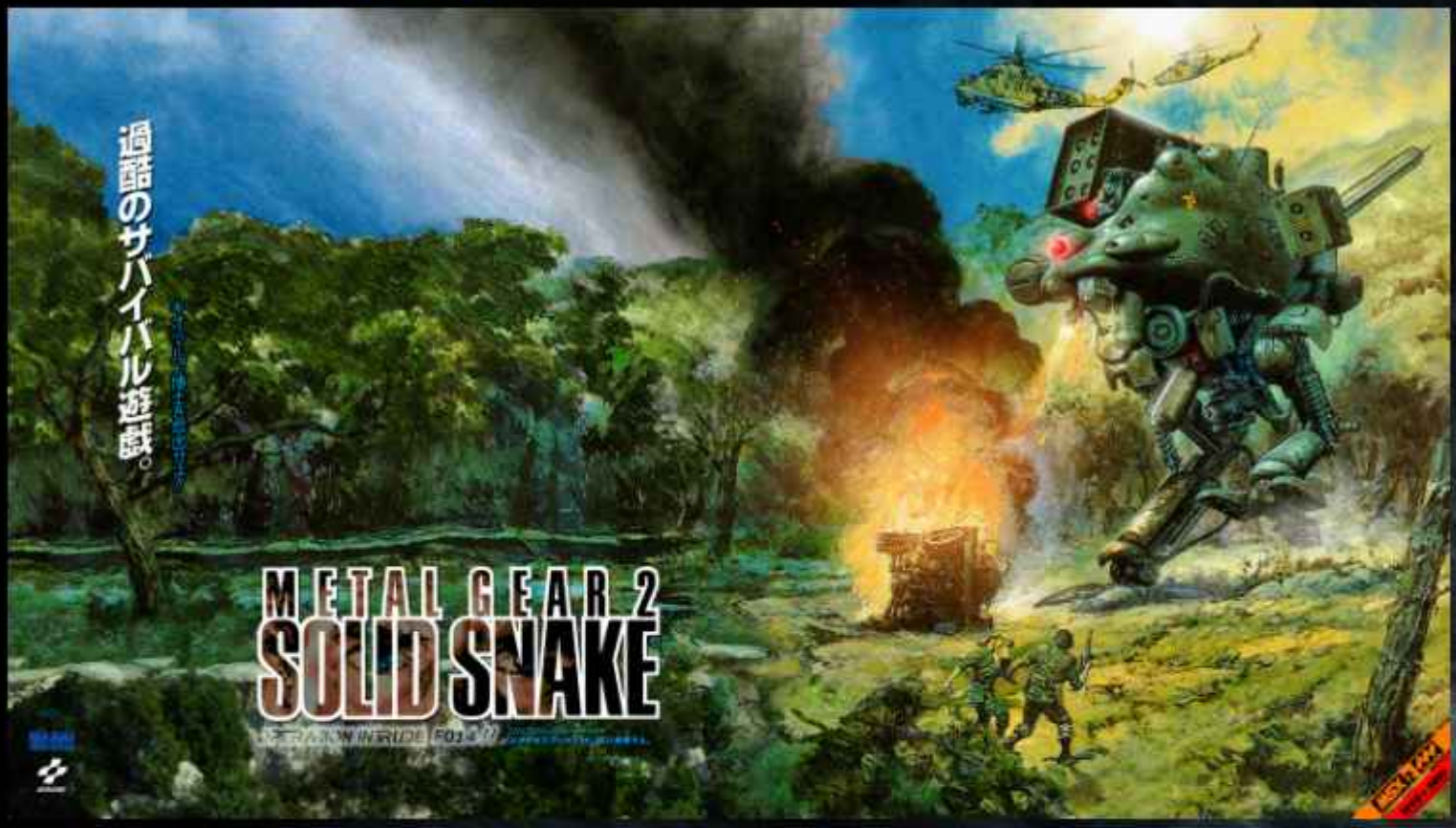

Metal Gear 2: Solid Snake (1990)

Fans consider it a vital chapter in the Metal Gear saga.

Metal Gear 2: Solid Snake is a refined, more complex follow-up to the original, offering deeper stealth gameplay and a compelling story.

It is highly regarded in the legacy of the Metal Gear franchise and a must-play for fans of stealth games and video game storytelling.

TACTICAL ESPIONAGE ACTION

METAL GEAR 2

SOLID SNAKE

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID

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Metal Gear Solid (1998)

Metal Gear Solid (1998) is a landmark action-adventure stealth game developed by Konami and directed by Hideo Kojima.

It marks a significant milestone in gaming history, blending cinematic storytelling, innovative gameplay, and deep narrative themes.

Set in 2005, the game follows Solid Snake, a retired soldier called back into action.

TACTICAL ESPIONAGE ACTION
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Metal Gear Solid (1998)

The story unfolds on Shadow Moses Island, an Alaskan nuclear weapons disposal facility seized by a rogue terrorist group called FOXHOUND.

The terrorists, led by Liquid Snake, threaten to launch a nuclear strike using a new Metal Gear weapon, Metal Gear REX, unless their demands are met.

Snake's mission is to infiltrate the base, neutralize the threat, and uncover the conspiracy behind the terrorists' motives.

TACTICAL ESPIONAGE ACTION
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Metal Gear Solid (1998)

The game explores themes of nuclear proliferation, warfare, and the nature of soldiers.

Players must avoid detection, use disguises, and employ tactics such as hiding in shadows and using silent weapons.

The game combines third-person shooter elements with stealth.

Metal Gear Solid has a Cinematic Approach that Incorporates extensive cut-scenes, voice acting, and motion capture to create a movie-like experience.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID

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Metal Gear Solid (1998)

Metal Gear Solid Innovations include Features like a radar system, context-sensitive controls, and a variety of tools and weapons to aid stealth and combat.

Metal Gear Solid Storytelling is Known for its deep, complex stories with memorable characters and plot twists.

Metal Gear Solid Voice Acting & Cinematics Pioneered high-quality voice acting and cinematic presentation in games.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID

TACTICAL ESPIONAGE ACTION
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Metal Gear Solid (1998)

Boss Battles with Iconic encounters, such as the fight against Sniper Wolf, Revolver Ocelot, and Psycho Mantis, are praised for their creativity and challenge.**

Metal Gear Solid has Multiple Endings Depending on player choices, the game offers different outcomes, adding replayability.

Metal Gear Solid gained Critical Acclaim and is Widely regarded as one of the greatest video games of all time, praised for its storytelling, gameplay, and technical achievements.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID

TACTICAL ESPIONAGE ACTION
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Metal Gear Solid (1998)

Metal Gear Solid Revolutionized stealth gaming, influencing countless games and genres.

Metal Gear Solid Cultural Influence Popularized cinematic storytelling in games and established Hideo Kojima as a visionary designer.

Metal Gear Solid" is often credited with elevating video games to a form of interactive art, blending gameplay with a compelling story telling.

Its success led to a franchise that continues to be influential in gaming culture.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID
THE TWIN SNAKES

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TACTICAL ESPIONAGE ACTION
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THE TWIN SNAKES

Metal Gear Solid: The Twin Snakes (2004)

Metal Gear Solid: The Twin Snakes (2004) is a remake of the classic Metal Gear Solid (1998), developed for the Nintendo Game-cube.

It was a collaboration between Konami and Silicon Knights, combining the original game's story with modernized gameplay, graphics, and cinematic presentation.

It faithfully retells the original game's story but with significant upgrades.

Graphical Overhaul: Utilizes the Game-Cube's hardware to create high-definition, pre-rendered cut-scenes and improved character models.

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THE TWIN SNAKES

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Metal Gear Solid: The Twin Snakes (2004)

Gameplay Enhancements Incorporates gameplay mechanics from Metal Gear Solid 2: Sons of Liberty, such as:

(Close Quarters Combat): More fluid and dynamic hand-to-hand combat.

First-Person View Allows players to aim and shoot more accurately.

Enhanced AI and Controls for a Smoother gameplay experience.

New Camera Angles give a more cinematic and immersive presentation.

TACTICAL ESPIONAGE ACTION
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THE TWIN SNAKES

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THE TWIN SNAKES

Metal Gear Solid: The Twin Snakes (2004)

Differences from the Original:

The remake replaces the original PlayStation graphics with updated visuals.

Adds new cut-scenes and voice acting recordings, including some new lines.

Implements gameplay improvements for a more modern experience, making it more accessible and polished.

Some story elements and dialogue were slightly altered or expanded.

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THE TWIN SNAKES

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Metal Gear Solid: The Twin Snakes (2004)

Metal Gear Solid: The Twin Snakes gained critical Acclaim and was Praised for its impressive graphics, tight gameplay, and cinematic quality, effectively revitalizing the classic for a new generation.

Controversy Fans debated the changes to gameplay mechanics, particularly the introduction of first-person aiming, which was not in the original.

TACTICAL ESPIONAGE ACTION
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THE TWIN SNAKES

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Metal Gear Solid: The Twin Snakes (2004)

Metal Gear Solid: The Twin Snakes is seen as a successful example of remaking a beloved game with modern technology, though some purists preferred the original.

Metal Gear Solid: The Twin Snakes is considered a notable example of how to update a classic game for a new audience while respecting its roots.

It introduced a new generation of players to the story of Solid Snake and the Metal Gear universe with updated visuals and gameplay.

METAL GEAR GAMER

Metal Gear Solid: Ghost Babel (2000)

Metal Gear Solid: Ghost Babel (2000) is a portable installment in the Metal Gear series developed by Konami for the Game Boy Color.

Despite sharing its name with the acclaimed PlayStation title, it is a separate, standalone game with its own story and gameplay designed specifically for handheld gaming.

Ghost Babel features a new, original story set in the Metal Gear universe, loosely inspired by the events of the main series, but it is not directly tied to the canonical storyline.

METAL GEAR GAMER

Metal Gear Solid: Ghost Babel (2000)

The game follows Solid Snake as he infiltrates a terrorist organization to stop their plans involving a new Metal Gear weapon.

The narrative includes themes of espionage and military conspiracy, characteristic of the series.

Metal Gear Solid: Ghost Babel Emphasizes Mechanics stealth, hiding from enemies and avoiding detection.

The 2D Side-Scrolling Perspective of the game uses a 2D top-down view, adapted for the Game Boy Color's capabilities.

METAL GEAR GAMER

Metal Gear Solid: Ghost Babel (2000)

Metal Gear Solid: Ghost Babel Level Design Features multiple stages with objectives like defeating enemies, rescuing hostages, and sabotaging enemy facilities.

Gameplay Elements Includes combat, item management, and sneaking mechanics, similar to the main series but simplified for handheld play.

Metal Gear Solid: Ghost Babel has good Sound and graphics Despite hardware limitations of the Game Boy Color, the game features detailed sprite work and sound design that capture the atmosphere of the series.

METAL GEAR GAMER

Metal Gear Solid: Ghost Babel (2000)

Metal Gear Solid: Ghost Babel is Known for its challenging gameplay, requiring careful planning and stealth.

Metal Gear Solid: Ghost Babel had Generally positive, praised for its faithful stealth gameplay, engaging story, and high production value considering the hardware.

Metal Gear Solid: Ghost Babe is Regarded as one of the best Metal Gear games on portable systems, appreciated by fans for bringing the stealth experience to the Game Boy Color.

METAL GEAR GAMER

Metal Gear Solid: Ghost Babel (2000)

"Metal Gear Solid: Ghost Babel" is notable for successfully translating the stealth-action formula to a handheld device, offering a compelling experience for portable gaming and expanding the franchise's reach beyond home consoles.

METAL GEAR GAMER

Metal Gear Solid 2: Sons of Liberty (2001)

Metal Gear Solid 2: Sons of Liberty (2001) is a critically acclaimed action-adventure stealth game developed by Konami and directed by Hideo Kojima.

It is the second mainline entry in the Metal Gear series and is renowned for its innovative gameplay, complex narrative, and thematic depth.

Set in 2007, two years after the events of the original Metal Gear, the game follows Solid Snake as he investigates a new terrorist threat involving a rogue organization called The Sons of Liberty.

METAL GEAR GAMER

Metal Gear Solid 2: Sons of Liberty (2001)

The story explores themes of information control, propaganda, and the nature of reality.

The game initially places players in the role of Snake, who is tasked with uncovering the truth behind a new Metal Gear and confronting a mysterious new enemy known as Raiden, a rookie soldier who becomes the playable protagonist later in the game.

The infiltration of the Big Shell, a offshore clean up facility in New York City.

- Conspiracy and manipulation by shadowy organizations.

METAL GEAR GAMER

Metal Gear Solid 2: Sons of Liberty (2001)

The exploration of the concept of "memes" and information warfare.

Players must avoid detection, using sneaking, hiding, and strategic planning.

First-Person View Introduces a first-person aiming mode for guns and gadgets, adding precision to combat.

Cinematic Presentation Features highly cinematic cut-scenes, voice acting, and complex narrative storytelling.

METAL GEAR GAMER

Metal Gear Solid 2: Sons of Liberty (2001)

Metal Gear Solid 2: Sons of Liberty has Characters you can Switch between Snake and Raiden, each with unique story-lines and gameplay styles.

Metal Gear Solid 2: Sons of Liberty is Known for its mature themes, philosophical questions, and layered storytelling that challenge players' perceptions.

Metal Gear Solid 2: Sons of Liberty Gameplay Innovations include Seamlessly blends action, stealth, and cinematic sequences.

METAL GEAR GAMER

Metal Gear Solid 2: Sons of Liberty (2001)

Metal Gear Solid 2: Sons of Liberty is Considered one of the greatest video games of all time, praised for its storytelling, gameplay mechanics, and technical achievements.

Metal Gear Solid 2: Sons of Liberty Influence Pushed the boundaries of interactive storytelling and cinematic presentation in games.

"Metal Gear Solid 2" remains a landmark in gaming history, influencing many future titles with its narrative complexity and gameplay innovation.

Its themes and storytelling continue to be discussed and analyzed by fans and critics alike.

METAL GEAR GAMER

METAL GEAR SOLID
MASTER COLLECTION

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater (2004)

Metal Gear Solid 3: Snake Eater (2004) is a critically acclaimed action-adventure stealth game developed by Konami and directed by Hideo Kojima.

It is the third main entry in the Metal Gear series and is renowned for its deep storytelling, immersive gameplay, and innovative mechanics.

Set during the Cold War in 1964, Metal Gear Solid 3: Snake Eater follows Big Boss (Naked Snake) on a mission in the Soviet Union's jungle to rescue a scientist and eliminate a rogue Soviet operation.

METAL GEAR GAMER

METAL GEAR SOLID
MASTER COLLECTION

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater (2004)

The story traces the origins of Big Boss and explores themes of loyalty, betrayal, and the nature of warfare.

Key story elements include:

The mission to retrieve a defected Soviet scientist named Sokolov.

The confrontation with The Cobra Unit, a legendary group of enemies.

The discovery of the Les Enfants Terribles project and the origins of the Metal Gear weapons.

METAL GEAR GAMER

METAL GEAR SOLID
MASTER COLLECTION

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater (2004)

Metal Gear Solid 3: Snake Eater game Mechanics Introduces a stamina system, requiring players to eat, rest, and manage health to survive the jungle environment.

Camouflage System Players can use camouflage to blend into the environment, adding a layer of realism and strategy.

Open-World Elements Features large, exploitable environments with a focus on stealth, exploration, and resource management.

METAL GEAR GAMER

METAL GEAR SOLID
MASTER COLLECTION

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater (2004)

Metal Gear Solid 3: Snake Eater has a Close Quarters Combat Advanced hand-to-hand combat system.

Metal Gear Solid 3: Snake Eater Action Emphasizes sneaking, disguises, and strategic planning over direct confrontation.

The game has Historical and Cultural References Incorporates period-appropriate weapons, equipment, and music.

METAL GEAR GAMER

METAL GEAR SOLID
MASTER COLLECTION

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater (2004)

Metal Gear Solid 3: Snake Eater Revitalized the Series Elevated the stealth genre with its realistic mechanics and cinematic presentation.

Metal Gear Solid 3: Snake Eater Explores complex themes about war, loyalty, and the human condition, with rich storytelling and character development.

Metal Gear Solid 3: Snake Eater is Considered one of the greatest video games ever made, praised for its gameplay, storytelling, and technical achievements.

METAL GEAR GAMER

METAL GEAR SOLID
MASTER COLLECTION

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater (2004)

Metal Gear Solid 3: Snake Eater Innovative Gameplay Pioneered survival elements and environmental interaction, influencing future stealth and action games.

Metal Gear Solid 3: Snake Eater is regarded as a masterpiece that deepened the series' lore and set new standards for storytelling and gameplay in video games.

Its themes, characters, and mechanics continue to resonate with fans and developers alike.

METAL GEAR GAMER

Metal Gear Solid: Acid (2004)

Metal Gear Solid: Acid (2004) is a tactical turn-based strategy game developed by Konami for the Sony PlayStation Portable (PSP).

It is a spin-off in the Metal Gear series that blends stealth gameplay with a unique collectible card mechanic, creating a distinctive experience compared to the mainline titles.

METAL GEAR GAMER

Metal Gear Solid: Acid (2004)

Metal Gear Solid: Acid is a Tactical stealth, turn based strategy, collectible card game

Metal Gear Solid: Acid features an original story set within the Metal Gear universe, involving a secret military operation.

Players control Solid Snake, who is tasked with infiltrating a terrorist organization and thwarting their plans involving a new Metal Gear weapon.

METAL GEAR GAMER

Metal Gear Solid: Acid (2004)

The story is presented through in-game cut-scenes and mission briefings, capturing the series' signature tone.

Metal Gear Solid: Acid Base Mechanics are core to the gameplay revolves around collecting and using "cards" that represent weapons, items, and actions. Players build decks to customize their strategies.

METAL GEAR GAMER

Metal Gear Solid: Acid (2004)

Metal Gear Solid: Acid Tactical Combat gameplay is on grid-based maps where players plan moves, use stealth, and deploy cards to overcome enemies.

The games Stealth Elements While turn-based, the game emphasizes avoiding detection, similar to other Metal Gear titles.

METAL GEAR GAMER

Metal Gear Solid: Acid (2004)

Metal Gear Solid: Acid Structure Features multiple missions with objectives like eliminating enemies, rescuing hostages, or retrieving intel.

Deck Building the Players collect various cards throughout the game and customize their decks for different missions.

METAL GEAR GAMER

Metal Gear Solid: Acid (2004)

Multiple Strategies The card system encourages diverse tactics, combining stealth, combat, and item usage.

The games Integration with PlayStation Portable Utilizes the PSP's portability for strategic planning on the go.

METAL GEAR GAMER

Metal Gear Solid: Acid (2004)

Metal Gear Solid: Acid received positive, praised for its innovative blend of stealth and card mechanics, and for offering a fresh take within the Metal Gear universe.

Metal Gear Solid: Acid is notable as an experimental spin-off that combines tactical card gameplay with stealth mechanics, expanding the series into new genres and demonstrating the versatility of the Metal Gear universe.

METAL GEAR GAMER

Metal Gear Solid: Acid 2 (2005)

Metal Gear Solid: Acid 2(2005) is the sequel to Metal Gear Solid: Acid, developed by Konami for the PlayStation Portable (PSP).

It continues the innovative blend of stealth gameplay with a card-based tactical system, offering players an expanded and refined experience.

Metal Gear Solid: Acid 2 features an original storyline set within the Metal Gear universe, involving covert operations, espionage, and new enemies.

METAL GEAR GAMER

Metal Gear Solid: Acid 2 (2005)

The narrative centers around Solid Snake and other operatives infiltrating enemy facilities and confronting mysterious threats related to Metal Gear technology.

The story builds on themes of deception and covert warfare.

Metal Gear Solid: Acid 2 Enhanced Card System

Builds upon the original game's mechanics with more cards and deeper deck customization, allowing for more strategic options.

METAL GEAR GAMER

Metal Gear Solid: Acid 2 (2005)

Metal Gear Solid: Acid 2 the player once again uses Tactics to navigate grid-based maps, using stealth, cover, and card actions to outsmart enemies.

Missions Feature multiple objectives, including sabotage, elimination, and intel retrieval, with a focus on planning and tactical execution.

- **Movement and Action: Combines turn-based movement with real-time decision-making during combat, emphasizing careful planning.**

METAL GEAR GAMER

Metal Gear Solid: Acid 2 (2005)

Metal Gear Solid: Acid 2 has the following New Features and Improvements which include More Cards and Customization with a larger card pool and more deck-building options, encouraging diverse strategic approaches.

Graphical Improvements which include Better visuals and animations compared to the first Acid game.

Story and Missions are more engaging with enriched cut-scenes and dialogue.

METAL GEAR GAMER

Metal Gear Solid: Acid 2 (2005)

Metal Gear Solid: Acid 2 has more Playable characters beyond Snake, expanding gameplay options.

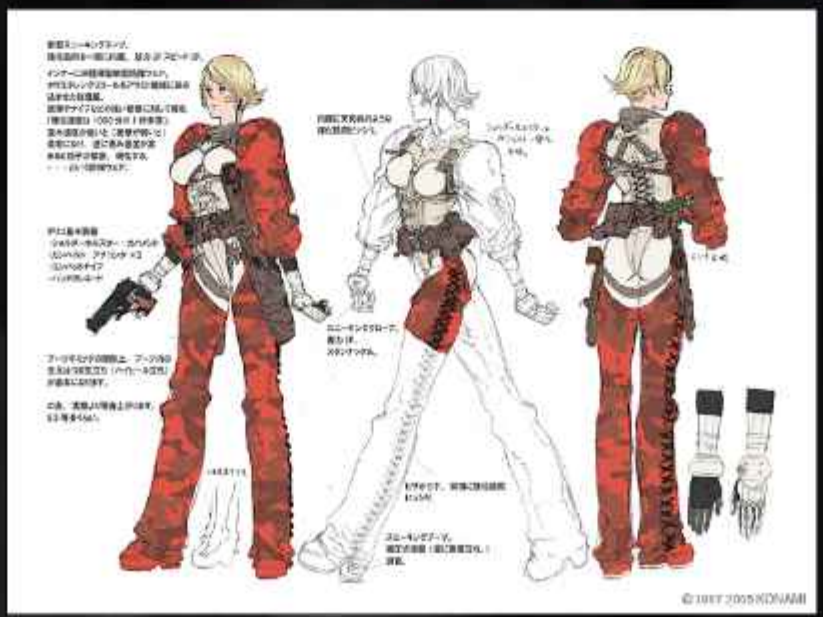
Metal Gear Solid: Acid 2 received Critical Response with Generally positive, with praise for its strategic depth, improved mechanics, and faithful integration of stealth elements within the card-based system.

Metal Gear Solid: Acid 2 was Appreciated as a creative and engaging spin-off that offers a different experience from traditional Metal Gear games.

METAL GEAR GAMER

Metal Gear Solid: Acid 2 (2005)

Metal Gear Solid: Acid 2 is recognized as a successful evolution of the original concept, showcasing how the Metal Gear universe can be adapted into different gameplay genres while maintaining its espionage themes.



METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

Metal Gear Solid: Portable Ops (2006) is a stealth action game developed by Konami for the PlayStation Portable (PSP).

It serves as a direct sequel to Metal Gear Solid 3: Snake Eater and expands on the series' lore by introducing new characters and gameplay features.

METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

Metal Gear Solid: Portable Ops is Set shortly after the events of Snake Eater, the game follows Solid Snake as he confronts a new threat involving a rogue group called XOF, led by Big Boss (also known as Naked Snake).

The story explores the origins of the Militaires Sans Frontières (Soldiers Without Borders), a mercenary unit led by Big Boss, which plays a significant role in later series titles.

METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

Snake is tasked with stopping XOF's plans to destabilize global peace.

The game delves into the origins of the FOXHOUND unit, which will become a core part of the series.

The story explores themes of loyalty, soldier identity, and the roots of the military-industrial complex.

METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

Metal Gear Solid: Portable Ops Gameplay

Is Similar to previous Metal Gear titles, emphasizing sneaking, hiding, and strategic combat.

The Recruitment System is Unique to this game, players can recruit enemy soldiers during missions and build their own team, which can be deployed for future missions.

METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

The player manages the Outer Ops base, upgrading facilities, and assigning soldiers to different roles.

Mission Structure Features mission-based gameplay with objectives such as infiltration, sabotage, and rescue.

METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

Recruit and Deploy gives the player ability to recruit enemy soldiers and develop a customizable team.

Base Building Strategic management of the Outer Ops base influences available troops and resources.

Covert Operations Emphasizes stealth, tactical decision-making, and resource management.

METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

Metal Gear Solid: Portable Ops was well-received for its engaging gameplay mechanics, story depth, and innovative recruitment system.

Metal Gear Solid: Portable Ops was also Praised for expanding the series lore with a fresh take on portable stealth gameplay.

METAL GEAR GAMER

Metal Gear Solid: Portable Ops (2006)

Metal Gear Solid: Portable Ops is notable for bridging the story between Snake Eater and later titles like Metal Gear Solid: Peace Walker.

Its emphasis on squad management and base building introduced new strategic layers to the series.

METAL GEAR GAMER

Metal Gear Solid: Mobile (2008)

Metal Gear Solid: Mobile (2008) is a mobile game developed by Konami for Java-enabled phones and other mobile platforms.

It represents one of the early attempts to bring the Metal Gear stealth experience to mobile devices, focusing on simple gameplay mechanics suited for mobile gaming.

The game features basic stealth mechanics where players control Solid Snake as he infiltrates enemy facilities.

The Games Controls are designed for mobile gameplay with simplified controls for movement, hiding, and attacking.

METAL GEAR GAMER

Metal Gear Solid: Mobile (2008)

Metal Gear Solid Mobile Missions Feature a series of missions that involve sneaking past enemies, avoiding detection, and completing objectives like sabotage or elimination.

Metal Gear Solid Mobile uses 2D sprites and simple backgrounds adapted for mobile screens, with limited animations.

Stealth and Combat Players can hide behind objects, use weapons, and perform stealth take-downs.

The Story is condensed version of a Metal Gear story, with brief cut-scenes and dialogue to advance the plot.

METAL GEAR GAMER

Metal Gear Solid: Mobile (2008)

Metal Gear Solid: Mobile Received modest praise for bringing the Metal Gear experience to mobile devices, though graphics and gameplay were quite basic due to hardware constraints.

Appreciated by fans wanting a portable Metal Gear experience, but noted for limited depth compared to console entries.

Metal Gear Solid: Mobile is an early attempt to adapt the stealth-action formula to mobile phones, paving the way for future mobile gaming adaptations of major franchises.

It provided fans with a taste of Metal Gear on the go, despite hardware limitations.

METAL GEAR GAMER

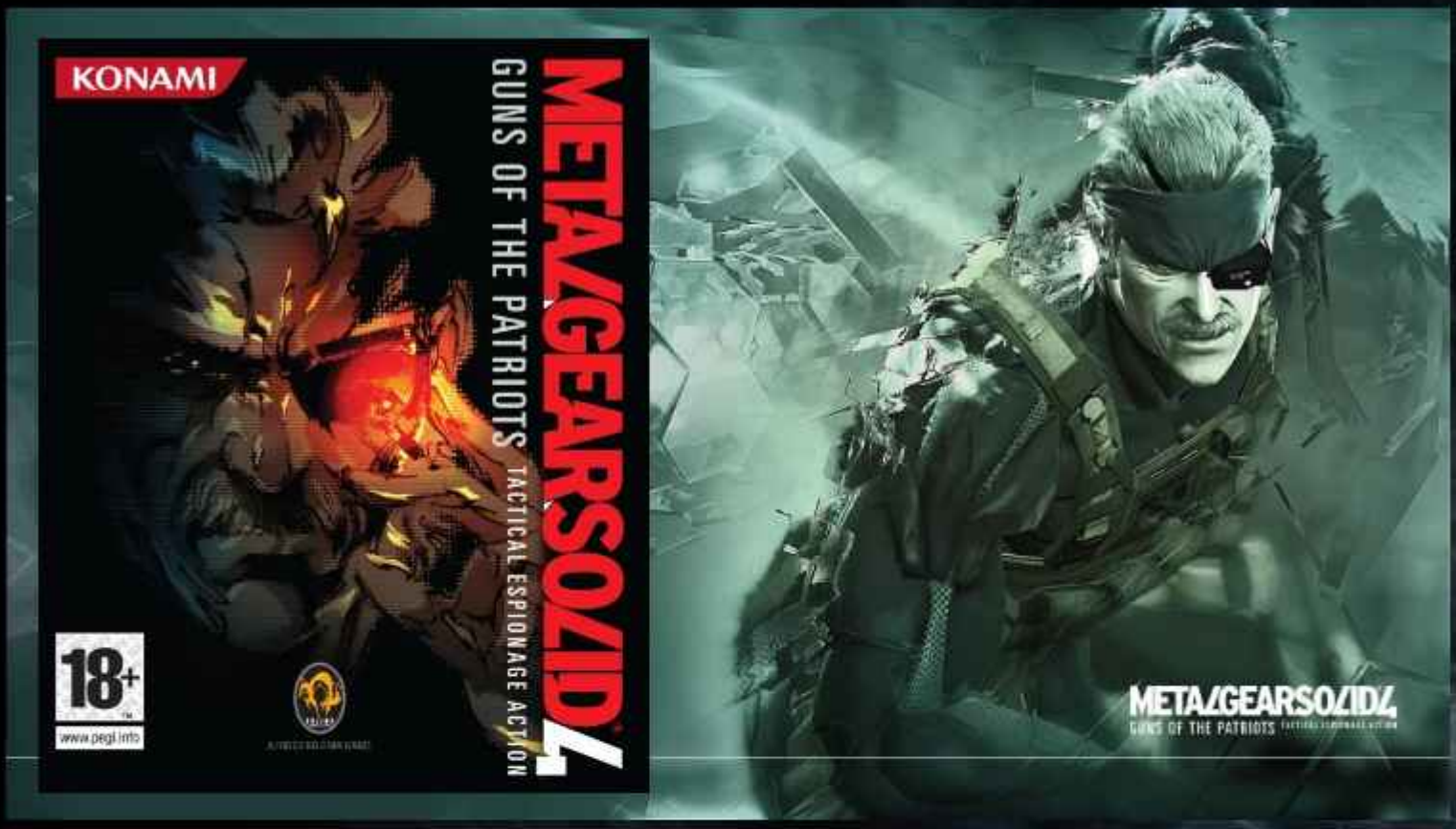
Metal Gear Solid 4: Guns of the Patriots (2008)

Metal Gear Solid 4: Guns of the Patriots(2008) is the fifth mainline entry in the Metal Gear series, developed by Konami and directed by Hideo Kojima.

It is renowned for its cinematic storytelling, advanced graphics, and being the conclusion of the saga of Solid Snake.

Set in 2014, six years after Metal Gear Solid 2, the game follows Solid Snake as he faces his final mission to stop a global conflict caused by the proliferation of Metal Gear weapons and the rise of private military companies.

METAL GEAR GAMER



Metal Gear Solid 4: Guns of the Patriots (2008)

Snake is aging and suffering from a genetic illness called accelerated aging.

Snake seeks to eliminate Liquid Ocelot, who aims to seize control of the world's military infrastructure.

The game explores themes of war, control, and the human cost of conflict.

Major characters include Revolver Ocelot, Raiden,Otacon, Big Boss, and Meryl.

- The story ties together years of series lore, providing closure to many character arcs.

METAL GEAR GAMER

Metal Gear Solid 4: Guns of the Patriots (2008)

Metal Gear Solid 4: Guns of the Patriots includes Stealth and Action which Combines traditional stealth mechanics with more action-oriented sequences.

Cinematic Experience Features extensive cut-scenes, voice acting, and motion capture, creating a movie-like narrative.

Advanced AI and Physics Utilizes the PS3's hardware to deliver realistic physics, lighting, and detailed environments.

Gameplay Mechanics Includes new features like OctoCamo (adaptive camouflage).

METAL GEAR GAMER

Metal Gear Solid 4: Guns of the Patriots (2008)

Boss Battles are Epic encounters with major characters, emphasizing strategy and quick thinking.

Metal Gear Solid 4: Guns of the Patriots has the following Notable Features,

Real-Time Damage and Environment Interaction Enhanced realism with dynamic damage effects.

Cut-scene Integration Seamlessly blends gameplay with cinematic sequences.

-Multiple Endings and Replayability:

Certain choices and actions influence the story's outcome.

METAL GEAR GAMER

Metal Gear Solid 4: Guns of the Patriots (2008)

Advanced Graphics One of the most visually impressive games of its time, showcasing the PS3's capabilities.

Metal Gear Solid 4: Guns of the Patriots gained critical Acclaim and was widely praised for its storytelling, graphics, and ambitious scope.

Metal Gear Solid 4 is regarded as a landmark title in gaming, pushing the boundaries of story telling and cinematic presentation in video games.

It encapsulates the series' themes and provides a powerful end to the saga of Solid Snake.

METAL GEAR GAMER

Metal Gear Solid: Peace Walker (2010)

Metal Gear Solid: Peace Walker (2010) is a stealth action game developed by Kojima Productions and published by Konami for the PlayStation Portable (PSP).

It serves as a direct sequel to Metal Gear Solid 3: Snake Eater and is considered a key title in the series' lore, introducing new gameplay mechanics and deepening the universe's story.

Set in 1974, two years after Snake Eater, the game follows Big Boss (Naked Snake) as he builds his mercenary group, Militaires Sans Frontières (Soldiers Without Borders), in Central America.

METAL GEAR GAMER

Metal Gear Solid: Peace Walker (2010)

The Story explores themes of war, morality, and the birth of private military companies, laying foundational lore for the series.

The game reveals the origins of many elements central to the Metal Gear saga, including the development of Metal Gear.

Introduces Code Talker, a new character who helps develop the experimental AI and Metal Gear technology.

METAL GEAR GAMER

Metal Gear Solid: Peace Walker (2010)

Metal Gear Solid: Peace Walker Open-World Structure Features large, exploitable environments with a focus on stealth, combat, and base management.

Building Management to develop and upgrade their mother base, recruit soldiers, and research new equipment.

Tactical Combat Incorporates both stealth and action elements, with an emphasis on player choice.

METAL GEAR GAMER

Metal Gear Solid: Peace Walker (2010)

Metal Gear Solid: Peace Walker has a deep Story and Character Development.

Metal Gear Solid: Peace Walker has strong themes of loyalty, morality, and the cost of war.

Metal Gear Solid: Peace Walker Cinematic Presentation Combines gameplay with high-quality cut-scenes and strong voice acting.

The game has Tactical Customization with Extensive options for equipment, weapons, and soldier management.

METAL GEAR GAMER

Metal Gear Solid: Peace Walker (2010)

Metal Gear Solid: Peace Walker Innovative AI Enemies adapt to player tactics, encouraging stealth and strategic thinking.

Metal Gear Solid: Peace Walker was Highly praised for its deep gameplay, compelling story, and innovative features, especially considering the hardware limitations of the PSP.

Metal Gear Solid: Peace Walker laid the groundwork for Metal Gear Solid V open-world design and base management systems.

METAL GEAR GAMER

Metal Gear Solid: Peace Walker (2010)

Peace Walker is regarded as a crucial entry that bridges the story between Snake Eater and the later Metal Gear Solid V.

It expanded the series' scope, introduced many gameplay mechanics, and provided a deeper understanding of Big Boss's origins and philosophies.

METAL GEAR GAMER

Metal Gear Rising: Revengeance (2013)

Metal Gear Rising: Revengeance (2013) is an action-packed spin-off in the Metal Gear universe developed by Platinum Games and published by Konami.

It stands out from the main series by focusing on high-octane combat and a cyborg protagonist, offering a different tone and gameplay style.

Set four years after the events of Metal Gear Solid 4, the game follows Raiden, a former soldier turned cyborg, as he battles against private military companies, rogue organizations, and the corrupt forces of the world.

METAL GEAR GAMER

Metal Gear Rising: Revengeance (2013)

Raiden works for the anti-Metal Gear organization Sundowner and Mistral.

- The game explores themes of war, revenge, and the ethics of cyborg technology.

Raiden seeks vengeance against those exploiting war and technology for profit.

The story features intense action sequences with political and philosophical undertones.

Gameplay features Fast-paced Combat Focuses on precise swordplay and quick reflexes, with players engaging in stylish, cinematic battles.

METAL GEAR GAMER

Metal Gear Rising: Revengeance (2013)

Metal Gear Rising: Revengeance features Blade Mode, a signature mechanic allowing players to slow down time and target specific enemy parts for strategic dismemberment, emphasizing skill and timing.

Combo System Encourages fluid, dynamic combat with a variety of moves and finishing techniques.

Metal Gear Rising: Revengeance has a fluid and Stylish Combat system with high-energy action.

The games dismemberment System Targets specific enemy parts, adding depth to combat and visual impact.

METAL GEAR GAMER

Metal Gear Rising: Revengeance (2013)

Story Presentation Combines cinematic sequences with gameplay, delivering a gripping story.

The game Customization Upgrades and weapon choices influence combat style.

The game received Critical Acclaim and was Praised for its exhilarating combat, visual design, and challenging gameplay.

Metal Gear Rising: Revengeance was Appreciated for its departure from traditional stealth-focused Metal Gear titles, embracing pure action based game.

METAL GEAR GAMER

Metal Gear Rising: Revengeance (2013)

Some fans of the main series were divided over the change in tone and gameplay style.

Metal Gear Rising Revengeance is celebrated as a standout action title that demonstrates mastery of fast-paced combat.

It broadened the Metal Gear universe by exploring a different genre and tone, focusing on spectacle and adrenaline-fueled gameplay.

METAL GEAR GAMER

Metal Gear Solid V: Ground Zeroes (2014)

Metal Gear Solid V: Ground Zeroes is a prologue and standalone chapter of Metal Gear Solid V The Phantom Pain, developed by Kojima Productions and published by Konami.

It serves as an early taste of the expansive open-world gameplay and storytelling that define the main game.

Set in 1975 Ground Zero takes place just before the events of The Phantom Pain.

METAL GEAR GAMER

Metal Gear Solid V: Ground Zeroes (2014)

The mission revolves around Big Boss (Venom Snake) infiltrating a U.S. black site in Cuba called Camp Omega to rescue two prisoners Reina and Chico.

The game explores themes of trauma, covert operations, and the ethical dilemmas of espionage.

The rescue mission uncovers truths about the facility and hints at the larger story of The Phantom Pain.

- It sets the stage for the grander narrative, focusing on the consequences of past actions.

METAL GEAR GAMER

Metal Gear Solid V: Ground Zeroes (2014)

Metal Gear Solid V: Ground Zeroes features an open World Stealth environment and Features large areas encouraging exploration, stealth, and strategic planning.

The games Mission Structure includes infiltration, extraction, and sabotage objectives.

Time and Threat Management Incorporates day-night cycles and enemy patrols, demanding tactical approach.

Once again for Replayability there are Multiple approaches and endings to encourage experimentation.

METAL GEAR GAMER

Metal Gear Solid V: Ground Zeroes (2014)

Metal Gear Solid V: Ground Zero has Realistic Environments with Detailed, immersive settings that can be approached in various ways.

The games Stealth Emphasis to Prioritizes avoiding detection, using tools like tranquilizers, distractions, and camouflage.

Cinematic Presentation Combines gameplay with high-quality cut-scenes and voice acting.

The games Technical Innovation Showcases the capabilities of the Fox Engine with advanced graphics and physics.

METAL GEAR GAMER

Metal Gear Solid V: Ground Zeroes (2014)

Metal Gear Solid V: Ground Zeroes gained critical Response and was Praised for its gameplay depth, visuals, and immersion.

Controversies Noted for its high difficulty and the emotional impact of its gameplay, especially regarding the treatment of prisoners.

Ground Zeroes served as a technical showcase and story prologue, setting the tone for The Phantom Pain.

Its emphasis on open-world stealth and player choice marked a significant evolution in the series.

METAL GEAR GAMER

Metal Gear Solid V: The Phantom Pain (2015)

Metal Gear Solid V: The Phantom Pain(2015) is the critically acclaimed and expansive final chapter in the Metal Gear saga, developed by Kojima Productions and published by Konami.

It is renowned for its open-world gameplay, deep storytelling, and technical achievements.

Set in 1984, nine years after the events of Ground Zeroes, the game follows Big Boss (Venom Snake) as he recovers from a coma and builds his private army, Militaires Sans Frontières, later transforming into Outer Heaven.

METAL GEAR GAMER

Metal Gear Solid V: The Phantom Pain (2015)

The story explores themes of revenge, loyalty, and the cost of war, revealing the origins of many series elements.

Venom Snake's identity and the nature of his existence are central mysteries.

The story delves into the psychological and philosophical aspects of warfare, identity, and control.

Open-World Design Players can freely explore large environments, choosing stealth, combat, or a combination of both.

METAL GEAR GAMER

Metal Gear Solid V: The Phantom Pain (2015)

The games Base Management system includes Extensive customization, where players recruit soldiers, develop equipment, and plan operations.

Tactical Approach Encourages strategic thinking with tools like disguises, vehicles, and AI companions.

Day-Night and Weather Systems Impact gameplay and enemy behavior.

METAL GEAR GAMER

Metal Gear Solid V: The Phantom Pain (2015)

Metal Gear Solid V The Phantom Pain has a Dynamic Mission structure which has Multiple approaches and outcomes, with optional side missions adding depth.

The Games Stealth & Action Balance has a Seamless transition between sneaking and combat.

Metal Gear Solid V: The Phantom Pain received critical acclaim and was Praised for its innovative gameplay, depth, and presentation.

METAL GEAR GAMER

Metal Gear Solid V: The Phantom Pain (2015)

Some fans and critics debated Kojima's departure from the series and certain story elements.

sign and storytelling, showcasing Kojima's vision of a complex, layered story intertwined with gameplay innovation.

It also marks the farewell of Hideo Kojima from the Metal Gear franchise, ending his influential tenure with a profound, ambitious finale.

METAL GEAR GAMER

Metal Gear Survive (2018)

Metal Gear Survive (2018) is a spin-off action-survival game developed by Konami, released for PlayStation 4, Xbox One, and Windows PC.

It marks a departure from the traditional stealth-focused gameplay of the main Metal Gear series, incorporating survival mechanics and cooperative multiplayer elements.

Set shortly after the events of Metal Gear Solid V: Ground Zeroes and The Phantom Pain, Survive takes place in a parallel universe caused by a mysterious wormhole.

METAL GEAR GAMER

Metal Gear Survive (2018)

The game follows a group of soldiers, including Big Boss's former allies, trapped in an alternate dimension overrun by hostile creatures and zombie-like enemies.

The story involves a secret military operation gone awry, leading to an invasion of parasitic creatures called Dite.

- Players must survive, rebuild, and uncover the truth behind the outbreak.

- The story is minimal compared to mainline titles, focusing more on gameplay.

METAL GEAR GAMER

Metal Gear Survive (2018)

The Games Survival Mechanics include Gathering resources, crafting weapons, and building bases are core gameplay elements.

Cooperative Multiplayer allows up to four players can team up online to complete missions and defend against waves of enemies.

Base Building Players establish outposts, fortify defenses, and manage resources to survive.

Enemy Types Includes zombie-like creatures, hostile human factions, and large boss enemies.

METAL GEAR GAMER

Metal Gear Survive (2018)

Stealth Elements can be employed, but the focus is more on combat and resource management.

Outposts and resources carry over across missions.

Randomized enemy attacks and environmental hazards add variety to the game.

Metal Gear Survive was praised the game for its cooperative gameplay and survival mechanics but criticized it for lacking the stealth elements that defined the series and for its repetitive gameplay loop.

METAL GEAR GAMER

Metal Gear Survive (2018)

Many fans were disappointed that it diverged significantly from traditional Metal Gear stealth gameplay and storytelling.

Metal Gear Survive is a controversial entry to the metal gear series of games, viewed by many as a departure from the core Metal Gear experience.

It aimed to capitalize on the popular survival genre but received mixed reactions due to its gameplay focus and story choices.

METAL GEAR GAMER

Metal Gear Solid Delta: Snake Eater (2025)

Metal Gear Solid Delta: Snake Eater could release in August 2025.

From what I can find seems that Metal Gear Solid Delta: Snake Eater 2025 will be a HD remaster of original Metal Gear Solid 3.